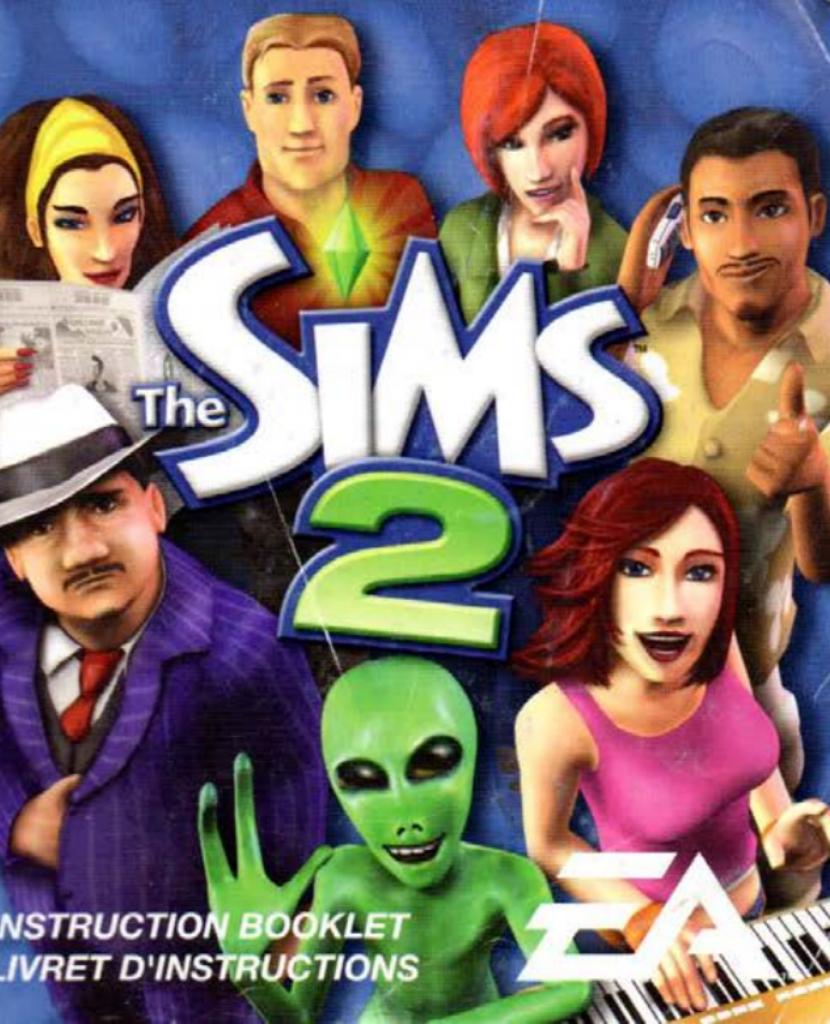


EmuMovies

Electronic Arts
209 Redwood Shores Parkway
Redwood City, CA 94065
PRINTED IN U.S.A. 1512905

NINTENDO DS™



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

CONTENTS

STARTING THE GAME	4
COMPLETE GAME CONTROLS.....	5
PLAYING THE GAME.....	5
MULTIPLAYER MODE.....	15
HINTS AND TIPS	16
LIMITED 90-DAY WARRANTY.....	17



LICENSED BY



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2004 NINTENDO. ALL RIGHTS RESERVED.

La version française commence à la page 20.

Check out EA™ online at www.ea.com.

STARTING THE GAME

NINTENDO® DS



1. Turn OFF the Nintendo DS system by pressing the Power Button. Never insert or remove a Game Card when the power is ON.
2. Insert *The Sims™ 2* Game Card into the Game Card slot on the Nintendo DS. To lock the Game Card in place, press firmly.
3. Turn ON the Nintendo DS by pressing the Power Button. The health and safety screen appears.
4. To load the game, touch the game's icon on the Touch Screen (unless the Nintendo DS Game System is set to Auto Mode in the Settings Menu).
5. When the Title screen appears, press **START** or touch the Touch Screen to advance to the Main menu.

COMPLETE GAME CONTROLS

CONTROLS

Walk	+Control Pad
Use/Talk/Perform action	A Button
Run	B Button (press once) + +Control Pad
Rotate camera	L Button/R Button
Zoom camera in/out	X Button/Y Button
Clear screen (when vacuuming dust bunnies)	Blow into DS microphone

TOUCH SCREEN CONTROLS

You can use the Touch Screen to control many aspects of the game from selecting an interaction, to accessing the various menus. See *Game Screen* on p. 6 for more information about different options you can access on the Touch Screen.

PLAYING THE GAME

Your Sim is cruising in the wide open country when suddenly, right in the middle of the inhospitable desert (wouldn't you know it?) ... car trouble strikes. Surveying the harsh environment and feeling the scorching sun already stinging the back of their neck, your Sim fears the worst.

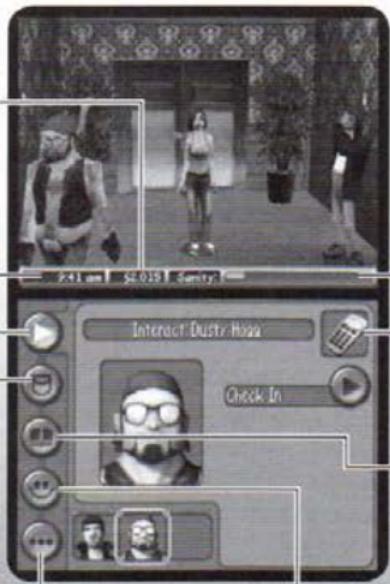
- ◆ To bypass the opening sequence, tap the Touch Screen after the Title screen appears.

CREATE-A-SIM

Before your Sim can cast their lot with the rest of the desert denizens, you need to create one. Name your Sim and select gender, skin tone, hair, clothes, an aspiration (see p. 9). Once you've whipped your Sim into shape, you're ready to jump into Strangetown and explore.

GAME SCREEN

The Game screen keeps you in touch with what's going on in Strangetown and that helps you run the finest hotel in town.



Simoleons—See whether your Sim's pockets overflow with riches or are full of nothing but lint.

Sanity Meter—See how your Sim is doing. See p. 9 to learn about keeping them in their right mind.

Cell phone—Call another Sim, check your messages, and more. The cell phone is available from all screens.

Goals screen—Goals are doled out one at a time. Fulfill them and uncover the secrets of Strangetown.

Time—Real-time that is! *The Sims 2* follows the actual time of day using the DS Internal clock.

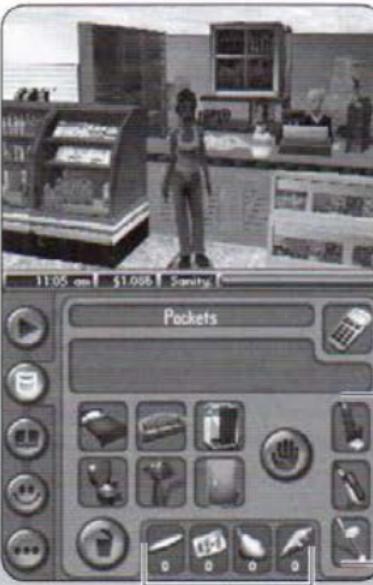
Interaction screen—Select one of the interaction options. When there is nothing to interact with, a plum-bob appears.

Pockets screen—View the stuff your Sim has accumulated.

Options screen—Save a game, adjust volume settings, or quit.

Relationship screen—Get an idea of where your Sim stands with the other Sims.

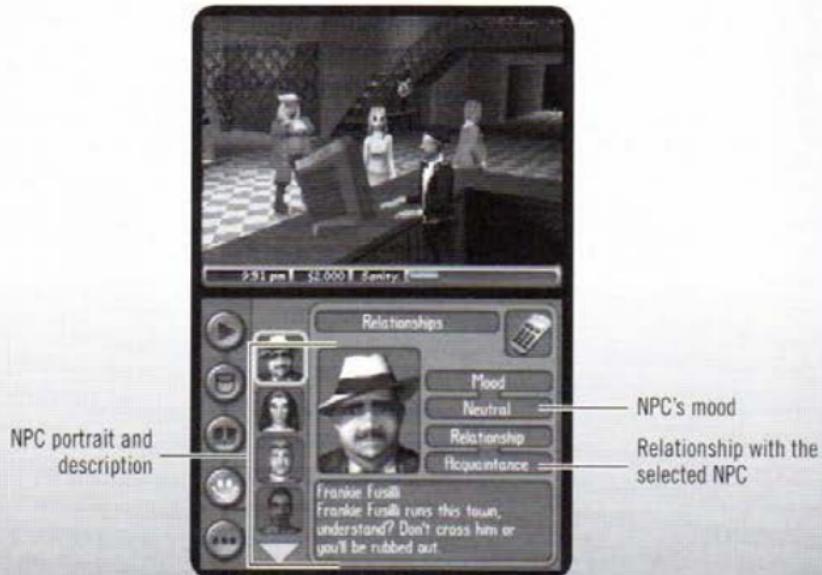
POCKETS SCREEN



Inventory—Three items, ready for use, will find a permanent home in your pocket, once your Sim acquires them. You may carry up to six additional items.

Collectibles—Finding odds and ends around Strangetown is a good way to earn a few extra Simoleons, if you can figure out where to sell them. See p. 12.

RELATIONSHIP SCREEN



Basic relationships include:

Nemesis – Foe – Rival – Acquaintance – Pal – Friend – Best Friend

There are also a range of relationships for loopy and romantic behavior. You can also view any NPC secrets that your Sim has uncovered at the Relationship screen.

STAYING SANE

Your Sim has several needs that motivate their behavior and all of these needs are reflected in their Sanity meter. Different activities and objects serve different moods and needs. If your Sim is in a bad mood, they won't feel like talking to other NPCs or playing any minigames.

Your Sim's urgencies also affect their mood. These include using the bathroom, taking a shower, eating, drinking, and sleeping. If your Sim experiences an urgency, a thought bubble above their head lets you know what's on their mind. For example, a Sim who needs a shower will have a shower icon on their mind. Be sure and address the issue pronto to keep your Sim's sanity from going down the drain. Use relaxing or entertaining objects once the need has been satisfied to raise your Sim's sanity after it has been depleted by an urgency.

If your Sim's sanity reaches zero, they might find themselves passed out, incarcerated, or taking an unexpected trip in a really stellar vehicle.

SECRETS

Mysterious Strangetown abounds with otherworldly goings-on and every NPC in the town is guarding a secret of their own. Get your relationship with an NPC high enough to discover their secret.

ASPIRATIONS

When you create your Sim, give them something to aspire to in life. The aspiration you choose for them has a certain affect on gameplay.

Fortune—Earn additional Simoleons from hotel guests!

Popularity—Improve your relationships with other Sims faster!

Romance—Get in the mood for romance more often!

Party—Watch your Sanity meter recover faster!

INTERACTING WITH OTHERS

Your Sim can interact in many different ways with other Sims. They can chit-chat, discuss errands and missions, give gifts, and wave hello. They can also try to affect the mood of other Sims. How they do this depends on the mood of the NPC. An NPC's thought bubble lets you know what kind of mood they're in. Choose the appropriate icon to select an interaction. In the table below, the colors reflect the color of the NPC's thought bubble and which action you can perform on them:

Calm down an angry Sim	red
Romance a Sim who is "in the mood"	pink
Cheer up sad Sims	blue
Restrain crazy Sims	yellow
Impress a Sim	green

Watch the NPC's reactions and their body language and determine which interaction to use based on the clues.

OTHER COMMUNICATIONS

Cell Phone

Your Sim carries their cell phone all the time. They can use it to call a friend, request maid service (for a fee), or make a prank phone call. Your Sim also gets calls on their phone so be sure to answer when it rings.

Mail/Bills

See the hotel doorman to collect any bills, checks, and packages that your Sim receives in the mail.

MAKING SIMOLEONS

Your Sim's main method of earning Simoleons is to get more guests to stay at the hotel. They can encourage more business by keeping the hotel clean and by adding amenities and upgrading the hotel's environment. In addition to maintaining a welcoming, comfortable hotel, your Sim can run errands for other Sims, collect various objects throughout the game, show and sell art through the art gallery, and more.

ERRANDS

Your Sim can earn Simoleons by running errands for other Sims. NPCs assign tasks by calling or sending a text message to your Sim's cell phone. If your Sim can complete it in time, they earn a small token of appreciation.

MINIGAMES

The minigames can keep your Sim's pockets lined with Simoleons. They're great for a bit of extra income and for tiding things over when the hotel is slow.

Alien Autopsy

It takes a very steady hand... dissect the alien and place its organs in the container provided. Beware of parasites which can destroy the organ. Place the organs you remove in the cooler for safe keeping.

Crime Doesn't Pay

Stopping the recent surge of crime in Strangetown sounds like a job for a super rat. Your Sim can suit up and take on the goons armed with a trusty ratarang.

Tools of the Trade

(Vacuum, Metal Detector, and Super Drencher)

Employ the various tools of the trade to keep the hotel in tip-top condition. Besides, who knows what you might vacuum up or uncover in the desert sands.

Note: If you try to vacuum a dust bunny, your screen becomes cloudy. Blow into the DS microphone to clear the screen.

Keelhaulin' Cards

Collect sets of three or more cards of a type of pirate to make him or her walk the plank. You can play ghost cards if the pirate has already walked the plank, get two free cards by playing the rum bottle card, and shoot down another player's score by playing a cannon card.

If you own a copy of *The Sims 2* for Game Boy® Advance and you play *The Sims 2* for Nintendo DS with the GBA Game Pak in your Nintendo DS, you unlock the Moogoo Monkey card game in the Casino.

COLLECTING

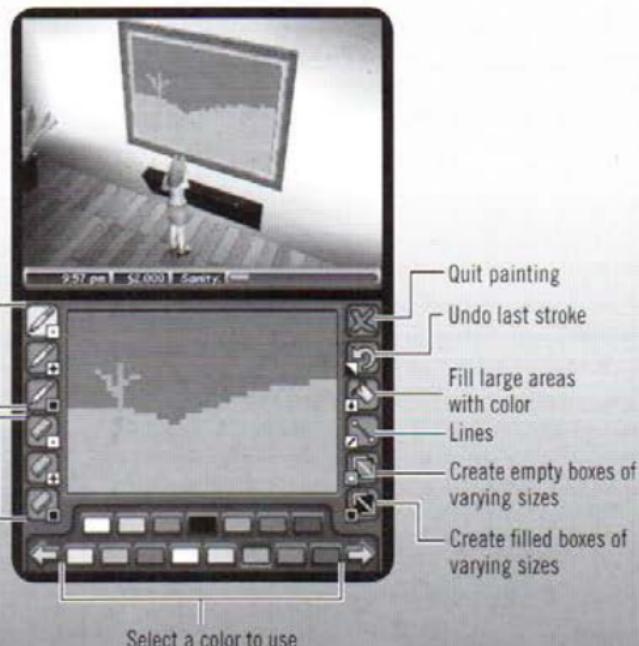
Pick up collectibles around Strangetown and then trade them in at various locations around town for Simoleons. Weird Gourds, License Plates, Nuclear Fuel Rods, and Alien Spaceship Parts all add up to Simoleons in your Sim's pocket. So keep your eyes peeled for these valuable odds and ends.

IDEAL Winnings LOTTERY TICKETS

Scratch and win... Use the Touch Screen to scratch off all the boxes on your lottery ticket. Match three of them to win Simoleons. Purchase tickets in denominations of 1, 5, and 10 Simoleons from the Strangetown Store.

ART GALLERY

Paint a masterpiece and hang it in the art gallery or on any wall in the hotel. Any art that your Sim hangs in the art gallery earns them a weekly paycheck. Your Sim's artistic skill and business skill affect how much their art earns.



Select background song

MUSIC

Exit

Play

Filters

Prep

Record your voice to
instrument 4



Reset to default

Record

Recorded voice
playback

Drum fills/variations

Whether you choose to jam or record a song mix, making music in any of Strangetown's lounges lets you get with the groove. You can choose from a number of songs (Disco Blitzkrieg, Chill Factory, Electro Pop, Robot Soul, etc.).

Each song has looping tracks and one-shot samples that you can use to create a unique song mix—and there are eight song tracks that you can choose to mute or unmute and up to four different instruments you can play in real-time on the three-octave keyboard. You can also record your voice, selecting the Vox button, and map it to the 4th instrument bank.

Prepping Music

If you have a complicated string of sounds that you want to activate simultaneously, you can prep them by touching the Prep button on the Touch Screen and lining up a number of sounds.

Reviews

When NPCs first hear a piece that you recorded, they review it and tip accordingly.

EVENTS

Just like in real life, certain things happen in Strangetown over which you have no control. Sometimes these weird goings-on are to your benefit, sometimes not. The important thing is to keep your eyes and ears open for dangers and opportunities. For example, if a shady character calls to tell you that he or she has stacked the Pirate Card Game's deck in your favor, that might be a good time to play a hand! Even stranger events may occur—such as alien invasions and mysterious fires.

SAVING AND LOADING

Saving a Game

From the Options menu, choose SAVE. The Save Game screen appears. Select a Save Game Slot and then touch the checkmark to save there. If there is already a file saved in that slot you are prompted to Overwrite the file. Choose YES to continue or NO to choose another slot.

Loading a Game

From the Main menu, choose LOAD-A-SIM. The Load Game screen appears. Select a Game Slot and then touch the checkmark to play your previously saved game.

MULTIPLAYER MODE

Connect to a friend using DS Wireless Communications. Your friend must also have a Game Card for *The Sims 2*. Connecting to a friend lets you trade music and art, play each other in the Keelhaulin' Cards, and the Moogoo Monkey Cards game.

To connect to a friend, select DS Wireless on the Menu screen. Choose to host or join a wireless game. If you choose to join a game, a browsing screen appears to let you know which games are available.

HINTS AND TIPS

A well-maintained hotel keeps the customers happy. If trash and ick pile up too much, NPCs will be disgusted by the state of the rooms and look for lodging somewhere else. If you can't spare the time to keep it spic-and-span, hire a maid to help out.

When you aren't interacting with anything on screen, spinning the plum-bob can keep you on your toes.

Certain purchases from the Strangetown store pack surprises. If you find yourself skydiving for instance, take a chance and perform some aerial tricks.

If you find yourself with little to do, make sure you find time to admire the cows—up close, even!

The more people you have staying at the hotel, the more likely you are to have strange events occur.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt showing the date of purchase, (2) a brief description of the difficulty you are experiencing, and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, choose one of the following options to receive our replacement instructions:

Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: (650) 628-1900

EA Warranty Information

Online Self-Help Knowledgebase and Email – You can access our Self-Help site online and browse through our extensive knowledgebase, or submit a question to our warranty department:
<http://techsupport.ea.com>

Automated Warranty Information – You can contact our automated phone system 24 hours a day for any and all warranty questions:
(650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support Technical Support is also available from 8am to 6pm PST by calling us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia: contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.)
CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

© 2005 Electronic Arts Inc. Electronic Arts, EA, the EA logo, The Sims, Maxis and the Maxis logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. All other trademarks are the property of their respective owners. EA™ and Maxis™ are Electronic Arts™ brands.
Uses Bink Video. Copyright © 1997-2005 by RAD Game Tools, Inc.

Important Legal Information

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.